

Technology Rubric Example

STUDENT: _____

EVALUATOR: _____ DATE: _____

CRITERIA	UNSATISFACTORY (Below Performance Standards)	PROFICIENT (Minimal Criteria)	ADVANCED (Demonstrates Exceptional Performance)
Design Elements (25%)	<ul style="list-style-type: none"> Design is sloppy or hasty; shows little evidence of planning Design is inappropriate to intended audience Design bears little relevance to content Photos were manipulated poorly Information is too crowded or too sparse Project is unfinished <p>0 ----- 8 ----- 16</p>	<ul style="list-style-type: none"> Product design is visually pleasing and uncluttered Product text is easy to read; background does not interfere Product design is appropriate to intended audience Photos were chosen and used appropriately Information and white space are evenly balanced Captions help explain and reflect Photos are clear, focused, and not distorted Project has a sense of completeness <p>17 ----- 19 ----- 21</p>	<p>In addition to meeting the PROFICIENT criteria...</p> <ul style="list-style-type: none"> Appropriate fonts and design elements add significantly to the appreciation and understanding Design uses color theory and other advanced elements of design to make product more effective <p>23 ----- 24 ----- 25</p>
Creativity (20%)	<ul style="list-style-type: none"> Little planning or thought was applied to project; student went through the motions only No storyboard was used to help focus the project Effects are gimmicky and distracting, or are unrelated to project Project is a rehashing of others' ideas <p>0 ----- 8 ----- 16</p>	<ul style="list-style-type: none"> Some thought was put into the project A storyboard helped student to organize effectively and expand on initial ideas Chosen effects expand on the ideas in the project <p>17 ----- 19 ----- 21</p>	<p>In addition to meeting the PROFICIENT criteria ...</p> <ul style="list-style-type: none"> Student applies unique and creative elements of technology Effects enhance presentation or product Project is fresh, memorable and inventive <p>23 ----- 24 ----- 25</p>
Skills in Technology (25%)	<ul style="list-style-type: none"> Student is unable to select which technologies best enhance project Student is unable to manipulate files and data Student is unable to access information from the internet or select which information best pertains to project Student breaks rules of copyright and fair usage <p>0 ----- 8 ----- 16</p>	<ul style="list-style-type: none"> Student selects appropriate technologies to support project Student effectively manipulates all media files Student can present data through charts, graphs, and other formats Student searches the internet effectively Student cites sources, and uses copyrighted material only with permission <p>17 ----- 19 ----- 21</p>	<p>In addition to meeting the PROFICIENT criteria...</p> <ul style="list-style-type: none"> Student uses technology to solve problems or uses technology in a new way <p>23 ----- 24 ----- 25</p>
Content (30%)	<ul style="list-style-type: none"> Content is minimal Content contains many errors in grammar, punctuation or spelling Content is factually incorrect or reflects shoddy research Content is random and disorganized Student shows no evidence of learning – either in content or skills – during this project <p>0 ----- 8 ----- 16</p>	<ul style="list-style-type: none"> Content is sufficient to project Content is generally free of error in fact or mechanics Project effectively conveys a main idea, backed with sufficient detail Subject knowledge as well as knowledge of appropriate technology is apparent Student has learned from doing this project <p>17 ----- 19 ----- 21</p>	<p>In addition to meeting the PROFICIENT criteria...</p> <ul style="list-style-type: none"> Content is in publishable form, free of error <p>23 ----- 24 ----- 25</p>

COMMENTS: